G/F 14 17
15$ 4-95

£1.99 IR £1.99

THE OFFICIAL STAR TREK® FACT FILES 36

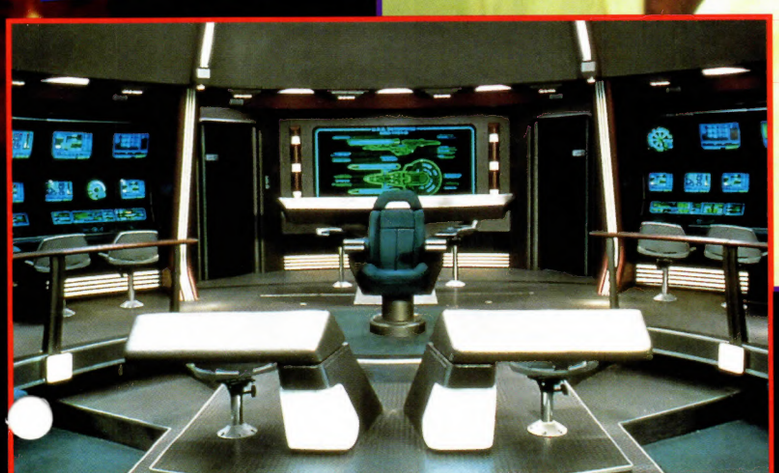
Dr. McCoy at Work
Advanced technology in use

Meet the Talaxians
Introducing Neelix's race

Klingons and Tribbles
Mortal enemies of the Empire

Nikolai Rozhenko
Worf's brother breaks the rules

Inside the U.S.S. ENTERPRISE
Find out what the cargo bays contain



U.S.S. ENTERPRISE NCC-1701-B: Bridge
Command center of a ship heading for disaster

ISSN 1364-3983
36
9 771364 398003

THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

CONTENTS: PART 36

The Guide to the STAR TREK Galaxy
The STAR TREK Timeline (Parts 27 and 28)
The ALPHA QUADRANT (Part 19)
The TALAXIANS
KLINGONS and TRIBBLES

FEDERATION STARFLEET
U.S.S. ENTERPRISE NCC-1701-B: Bridge
U.S.S. ENTERPRISE NCC-1701-D: Cargo Bays

Non-FEDERATION Starships
The *BATRIS*

Personnel Files
DR. McCOY at Work
NIKOLAI ROZHENKO

Equipment & Technology
STARFLEET Rank Insignia: 2266

Starship Log
STAR TREK: THE NEXT GENERATION – 'The Naked Now'/'Code of Honor'
STAR TREK: DEEP SPACE NINE – 'Destiny'/'Prophet Motive'

A-Z Access Point
Your continuing alphabetical reference source

COMING NEXT WEEK:

The Guide to the STAR TREK Galaxy
Early 21st Century Earth
The BORG Cooperative
The ALPHA QUADRANT (Part 20)

FEDERATION STARFLEET
OBERTH-Class Starships
The *AIR TRAM*

Non-FEDERATION Starships
The *S.S. LAKUL*

Personnel Files
JAMES T. KIRK: From Ensign to Admiral
KOR: DAHAR MASTER

Equipment & Technology
ENVIRONMENTAL SUITS: 2268

Starship Log
STAR TREK: The Original Series – 'Metamorphosis'
STAR TREK: VOYAGER – 'Meld'

A-Z Access Point
Your continuing alphabetical reference source

™, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional Photographs supplied with the co-operation of CIC VIDEO

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Editorial Assistant: Emily Mitchell-Heggs
Artists: Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland, Adam Willis
Contributor: Terry Jones
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
COORDINATING EDITORS, LOS ANGELES: Amanda Morris Conti, Michael M. Conti
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill
AUTHORS: Jennifer Cole, Peri Doslu, Jonathan Freund, Tim Gaskill, Mel Gilden, Andrew Littlefield, Larry Nemecek, Ted Pedersen, Ben Robinson, Gabrielle Stanton, Harry Werksman
RESEARCHERS: Peri Doslu, Jonathan Freund
SPECIAL THANKS TO MICHAEL OKUDA, DENISE OKUDA AND RICK STERNBACH

CUSTOMER SERVICES

UK AND EIRE
COLLECTING YOUR MAGAZINES
WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.
SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.
BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. *POSTAGE IS FREE.* (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:
The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ
Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.
Credit card orders can be given by phone on 01424 758 303.
CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS
BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:
Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A$1 per pack p & h). Tel: (03) 9805 1700.
New Zealand: Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.
South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.
Malta: Back numbers are available through your local newsagent.

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3R

ALPHA QUADRANT

CHARTING THE GALAXY

CHARTING THE GALAXY

KRAUS IV — CLASS-M PLANET

Kraus IV is believed to be an excellent planet on which to obtain silk lingerie. At least, this is what **Elim Garak**, a **Cardassian** tailor trading aboard ***Deep Space Nine***, tells the **Klingon Duras Sisters** in 2369.

LAMENDA PRIME — CLASS-M PLANET

Lamenda Prime is located near the **Cardassian** system. The planet is given as the destination of **Major Kira Nerys** after she mounts a successful operation to rescue **Bajoran** freedom fighter **Li Nalas** from **Cardassia IV**. Li Nalas was long thought dead by his people.

LANDRIS II — CLASS-M PLANET

Landris II is the site of some archeological artifacts which are extensively researched by **Dr. Mowray** in 2369. Keen amateur archeologist **Jean-Luc Picard** is interested enough to attempt contact with the doctor, but is thwarted by a temporary communications blackout aboard his ship.

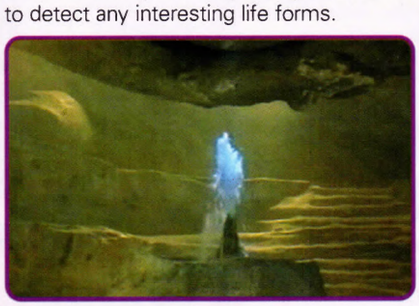
LAMBDA PAZ — CLASS-M PLANET

Lambda Paz, actually a moon of **Pentarus III**, is not well suited to sustaining human life because of its extreme heat. Technically, though, Lambda Paz remains a **Class-M** planet. Due to its extreme heat and arid conditions, the planet nearly takes the lives of **Starfleet** officers **Jean-Luc Picard** and **Wesley Crusher** when they crashland here while traveling aboard the ***Nenebek*** mining shuttle in 2367.

In one of the planet's protective caves, a water supply is guarded by an automated **sentry;** the pilot of the crashed shuttle, **Captain Dirgo**, is killed by the sentry during an attempt to access the water. Normally, a moon of this nature would warrant little more than a sensor sweep from a passing starship to detect any interesting life forms.

Lambda Paz, a moon of Pentarus III, is the site of an unscheduled stopover for Wesley Crusher and Jean-Luc Picard. The location's lifelessness makes it inhospitable.

The surface of Lambda resembles a desert. Visitors are greeted by long, flat stretches of desert and intense heat. Water is at a premium in this environment.



The cave found by Crusher and Picard has a water source, but it is guarded by a mysterious sentry capable of killing anyone who tries to access the source.

LARGO V — CLASS-M PLANET

Captain Jaheel plans to deliver a cargo of the crystal-forming **Tamen Sahsheer** to **Largo V**, but is prevented from doing so when his ship is detained at ***Deep Space Nine*** during the **aphasia virus** crisis.

LAZON II — CLASS-M PLANET

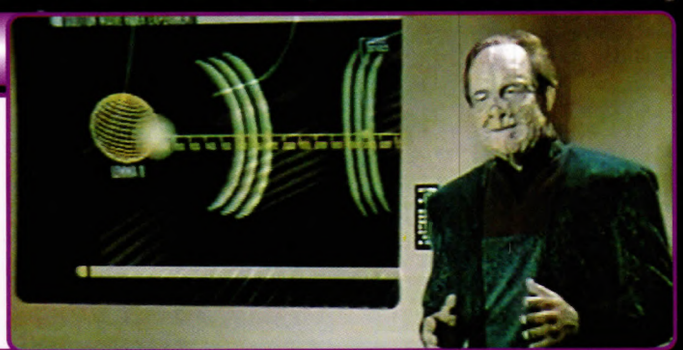
Located in **Cardassian** space, **Lazon II** is home to a labor camp. **Thomas Riker** is sentenced to a life of servitude on Lazon II in 2371 after he steals the ***U.S.S. Defiant*** and flies into Cardassian space as part of a **Maquis** plot.

LEDONIA III — CLASS-M PLANET

Jadzia Dax buys a plant on **Ledonia III** in 2370. A particular strain of fungus on the planet assists water retention; this helps to maintain growth in the indigenous flora.

LEMMA II — CLASS-M PLANET

In 2368, **Lemma II** is one of two planets used in the testing of a new faster-than-light propulsion system called the **soliton wave**. The idea is to use planet-based soliton wave generators to give the necessary propulsion for spacecraft to literally 'ride' a soliton wave. The other planet used in the experiment is **Bilana III**; early tests sending a craft from Bilana III to Lemma II are partially successful.



The soliton wave propulsion theory is displayed on the U.S.S. ENTERPRISE NCC-1701-D's computer by Dr. Ja'Dar, the developer of the soliton wave generator. The two planets used in early tests are Lemma II and Bilana III.

STAR TREK. TM, ® & © 1997 Paramount Pictures. All rights reserved.

ALPHA QUADRANT

CHARTING THE GALAXY

CHARTING THE GALAXY

LEVINIUS V — CLASS-M PLANET

After **Beta Portolan** becomes the first system in the Milky Way to fall victim to a deadly intergalactic parasitic menace, **Levinius V** also suffers, along with **Deneva**, **Ingraham B**, and **Theta Cygni XII**. The parasites stop at planets, usually **Class-M**, and inflict mass insanity on the population after attacking the central nervous system of their victims. The parasites, which usually prove fatal to most humanoids, are eventually stopped at the planet Deneva through the use of high levels of ultraviolet light.

Levinius V is one of several unfortunate planets in the flight path of the deadly neural parasites, whose shape resembles that of a human brain cell. The light-shy creatures are finally defeated at Deneva with ultraviolet rays.

LIGOS VII — CLASS-M PLANET

One of the most distinctive features of **Ligos VII** is its high level of volcanic activity. This is reported by an away team from the ***U.S.S. Enterprise NCC-1701-D*** in 2369.

LOREN III — CLASS-M PLANET

Professor Richard Galen collected genetic samples from a variety of planets before his death; this was part of a lifelong pursuit that he felt was of enormous consequence. One of these planets is **Loren III**, near the **Kurlan system**.

Professor Richard Galen shows Captain Jean-Luc Picard his intended route to finish the work that has taken over his life. Loren III is one of the many planets that Galen has visited to collect his much-needed genetic samples.

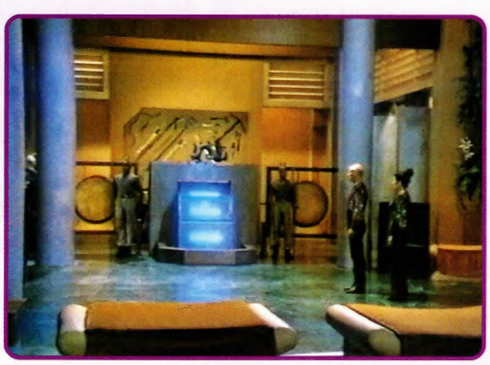
LIGOBIS X — CLASS-M PLANET

Ligobis X hosts an exhibition of paintings by the flamboyant terraforming specialist and noted author, **Professor Gideon Seyetik**, who dies in 2370.

LIGON II — CLASS-M PLANET

Ligon II features a humanoid race with a culture dominated by tradition, ritual, and honor. Although the **Ligonians** are relatively unsophisticated, they are still capable of creating beautiful cities and of running their affairs efficiently. The societal structure is matriarchal, with women controlling the money and the land. High-ranking citizens may have a variety of men or women serving them, usually referred to as a First One or Second One, etc. These positions are not for life, and can be revised. The planet also serves as a source for a vaccine to the extremely deadly **Anchilles fever**.

The main city of Ligon II, as seen by the crew of the U.S.S. ENTERPRISE NCC-1701-D, is an impressive sight; its architecture suggests a highly organized civilization. Ligonian culture is dominated by tradition and honor.



The inside of this Ligonian palace, occupied by a civil leader named Lutan, is equally impressive. Rooms have high ceilings and marble-like columns, although the level of technology is relatively low.

Lutan tries to eliminate his wife, Yareena, so that he can take control of her wealth and land. People gather round to witness and cheer the spectacle of a traditional fight between Yareena and Tasha Yar, who has become a pawn in Lutan's political plans.

THE KLINGON EMPIRE

KLINGONS AND TRIBBLES

THE KLINGON EMPIRE

The Klingon race has a long and proud history of glorious battles against many worthy adversaries. But the tribbles have provoked so much hatred that the Klingons have been driven to hunt them to extinction.

At first glance, **tribbles** appear to be relatively harmless creatures, and certainly not the kind of life forms likely to invoke hatred in the honor-bound **Klingons**. But, in the late 23rd century, these lovable furballs incite the Klingon race to genocide.

Klingons describe tribbles as parasites: detestable creatures who do nothing but consume food and breed. Many races are equally aware of the truth of these descriptions, but none seem to be as vehement in their hatred of the species as the Klingons, who detest tribbles so much that the creatures were once considered to be mortal enemies of the **Klingon Empire**, an ecological menace no different from a plague.

Unlikely threat

To think that the tribbles could pose such a threat to the Klingon Empire may seem comical when thought of in terms of conventional warfare. But it becomes far less surprising when one considers the rate at which tribbles breed and the way in which a single fertile tribble can so quickly and completely throw facilities into disarray and consume valuable supplies. Tribbles do not need to carry guns when their own reproductive system is such a potent weapon.

By the 2260s, the hatred between Klingons and tribbles is mutual. Tribbles generally like everyone, but the gentle trilling sound they usually make turns to a high-pitched squeal whenever a Klingon comes close, and the creatures rear up in agitation. Whether this is purely down to a dislike of the Klingons, or a response born of fear, is unknown, but Klingons find the noise most irritating and tend to avoid tribbles as much as possible, preferring to keep their distance from the creatures.

The loathing between tribbles and Klingons is mutual. In the arms of a human such as Captain Kirk, the tribble is passive and makes a contented purring sound, but it starts to squeal loudly when a Klingon is close by.

Tribbles have no weapons, but they are a dangerous ecological menace. A well-fed tribble can produce a litter of 10 every 12 hours. They multiply by hundreds of thousands within days.

Eventually the Klingons become determined to wipe the tribbles out, and they succeed. Toward the end of the 23rd century, hundreds of Klingon warriors are sent to track down tribbles throughout the Galaxy, and the Klingon armada obliterates the tribble homeworld. By the end of the century, the entire tribble species has been eradicated. The tribbles pass into Klingon legend, becoming just one of the many stories of great victories the proud warriors have won throughout the centuries.

Ironic fate

Little did the Klingons know then that the story of the tribbles was far from over. The Klingon race as a whole was responsible for ridding the Galaxy of this ecological menace, but it is a single renegade Klingon, out for revenge, who inadvertently leads to the species being reintroduced to the Galaxy in the 2370s.

In 2268, a Klingon spy altered to look human poses as **Arne Darvin**, assistant to **Nilz Baris**, the **Federation** Undersecretary for Agricultural Affairs. Using this position, Darvin poisons supplies of the Federation's artificially-

THE GREAT TRIBBLE HUNT

Famous legends

Worf is born many years after his race has wiped out the last of the tribbles, and is brought up by human foster parents, but even he has learned the history of the Klingons' struggle with the creatures. He relates the tale with the same pride he would use to describe any great victory, and although his non-Klingon friends mock him, it is clear that he does not think of it lightly. His attitude to tribbles indicates that even after they are wiped from existence, the creatures remain one of the most hated species the Klingons have ever encountered.

Worf, a Klingon Starfleet officer from the future, witnesses the events on DEEP SPACE STATION K-7, where, with a little help from the tribbles, an insidious Klingon plot is foiled by a Starfleet crew.

Worf's friends find the idea of a Klingon 'Great Tribble Hunt' highly amusing, and mock him by asking if Klingons still sing songs about the event. To Worf, however, it is as serious as any other great Klingon victory.

STAR TREK. ™ ® & © 1997 Paramount Pictures. All rights reserved.

KLINGONS AND TRIBBLES

THE KLINGON EMPIRE

THE KLINGON EMPIRE

Traders sometimes sell tribbles as pets to unsuspecting buyers, but even as determined a businessman as Cyrano Jones should know better than to try to sell one to a Klingon.

developed high-yield grain **quadrotriticale**, which is being stored on ***Deep Space Station K-7***. When an interstellar trader named **Cyrano Jones** brings tribbles aboard the station and sells them as pets, the fast-breeding creatures soon multiply and find their way into the grain compartments. When many of the tribbles are found to have died, the Federation personnel are alerted to the fact that the grain has been poisoned. To add insult to injury, Darvin's true identity is revealed when a tribble is carried past him by a **Starfleet** officer and squeals: a response provoked only by a Klingon.

Darvin never forgives the Federation, nor the tribbles, for discovering the plot and thus ending his career with Klingon intelligence. He spends years plotting his revenge and, more than 100 years later, he travels back in time to plant a bomb in one of the tribbles which he hopes will destroy Captain Kirk, the grain, and the tribbles in a single blast.

Unfortunately for Darvin, his plans are foiled once again, but ironically his trip through time, and the efforts of the Starfleet officers who follow him, accidentally lead to a number of tribbles being brought forward through time to the 24th century, where they will no doubt continue to cause as much trouble for Klingons and other races as they did before the Klingon race first wiped them out.

A bomb disguised as a tribble explodes harmlessly in the vacuum of space outside DEEP SPACE STATION K-7 after being beamed there by a group of time-traveling Starfleet officers from the 24th century.

Captain Koloth and the Klingon ship the GR'OTH find themselves inundated with tribbles when the entire brood from the U.S.S. ENTERPRISE is beamed aboard their vessel.

GALAXY FACTS

One of the Starfleet officers who returns from the future is Jadzia Dax. She and Captain Koloth, the Klingon Captain onto whose ship hundreds of tribbles infecting the *U.S.S. Enterprise* are beamed, will later become close friends. Because of the possible danger to the timeline, Dax is not allowed to contact Koloth.

NEFARIOUS PLOT

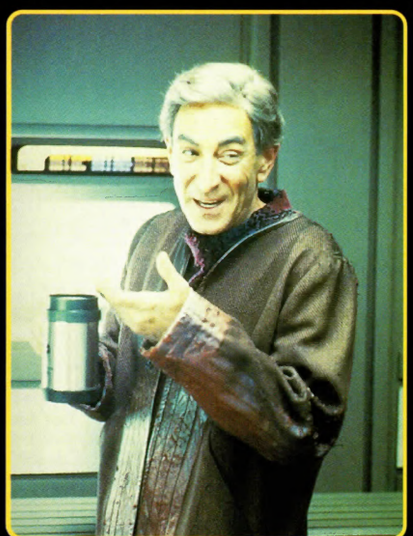
Revenge of the tribbles

Arne Darvin is a Klingon intelligence agent. Disguised as a human, and posing as the assistant to a Federation official, he is sent to *Deep Space Station K-7* to sabotage the stores of quadrotriticale stored there and thus prevent the Federation from developing the nearby Sherman's Planet. Under the terms of the Organian Peace Treaty, which gives ownership of a disputed planet to the race which is best able to develop it, this would enable the world to be claimed by the United Federation of Planets rather than the Klingons.

When Darvin's true identity is revealed, he is abandoned by his people and spends the next 100 years eking out a meager existence around the Galaxy. He gets the chance to put right his past mistakes when he steals the Bajoran Orb of Time, enabling him to go back to the space station before his plot is foiled and try to succeed second time around. However, his efforts prove fruitless once again and the timestream is unaffected ... except that the previously-extinct tribbles are returned to the present. Ironically, in their own way, the tribbles have had their revenge on Arne Darvin.

Most of the tribbles who have been feeding on the quadrotriticale are dead or dying. This alerts the Federation to the fact that the grain has been poisoned.

Arne Darvin is posing as the assistant of an important Federation official. He looks completely human.



More than 100 years after his original plot fails, Arne Darvin tries again. He still looks human, but has a Klingon lifespan, and still enjoys Klingon beverages such as Raktajino.

All Klingons hate tribbles, but Darvin's dislike of them is compounded when one of the creatures reacts to him in a way provoked only by Klingons. Until this moment, the Starfleet officers and even Darvin's boss, Nilz Baris, had no idea of his true identity.

OTHER GROUPS AND RACES

THE TALAXIANS

OTHER GROUPS AND RACES

Talaxians are a race of aliens indigenous to the **Delta Quadrant**. These fun-loving scavengers may not be particularly courageous but, in general, they are clever, kind, and helpful.

Talax is a tranquil, Earth-like planet, abundant in natural resources and areas of great beauty. Even amid a star system which contains many inhabited worlds, Talax is among the most beautiful.

In 2356, the **Talaxian** people lost a decade-long struggle against the **Haakonian Order**; the Talaxians surrendered following the destruction of the moon **Rinax** by the **metreon cascade**, a deadly Haakonian weapon which killed the inhabitants. Since that time, many Talaxians have left the star system of their birth to follow a nomadic pursuit of opportunity in other sectors of the **Delta Quadrant**.

Talaxians might be considered to be a softer version of the **Alpha Quadrant**'s **Ferengi**. They are galactic entrepreneurs and traders, but seem to be in business as much for the pleasure of collecting and bartering as for personal profit and gain. They have a reputation for not cheating their customers or driving an impossible bargain.

Cheap and cheerful

Talaxian traders mostly deal in junk and low-end technologies. If the **Delta Quadrant** were a city, then the Talaxians might be considered to be among its

A scattered race

Talaxians are often encountered off their homeworld more by necessity than choice, as Talax has been conquered by the Haakonian Order. Even so, Talaxians rarely stray too far from their home system.

A WORLD OF LUXURIES

Paradise

Talax is a beautiful world, but class division there has always been rife. There are notable economic differences between individuals, with the wealthiest enjoying lives of luxury in resorts such as Paxau. There is widespread domestic service on the homeworld, although these positions are often filled by off-worlders.

Planet	Talax
Class	M
Quadrant	Delta
Also known as	Talaxian homeworld
Life Forms	Humanoid, with distinctive brown skin markings on the side of the skull.
Social structure	Notable social and economic divisions. The planet was conquered by the Haakonian Order in 2356.
Atmosphere	Oxygen/nitrogen
Description	Tranquil and beautiful
Moons	At least one: Rinax
Important Features	Homeworld of the Talaxian people, Talax is one of a number of inhabited planets in this system.
Starship Log	STAR TREK: VOYAGER ' Caretaker'; 'Jetrel'

Mixing with other races

When the Ocampan Kes asks Neelix to father her child, she believes that their races can cross-breed naturally.

Neelix has recreated the exclusive, upmarket Paxau resort as a holodeck program aboard the U.S.S. VOYAGER. It has become one of the crew's favorite scenarios.

One Talaxian custom Neelix keeps alive aboard the U.S.S. VOYAGER is reciting the history of a meal when it is served. The non-Talaxian crew do not always appreciate the lengthy tales.

OTHER CARDS IN THIS FILE...

5 The Ocampa

23A Rinax and the Metreon Cascade

SEE OTHER FILES...

U.S.S. VOYAGER ..... File 29
OTHER STARSHIPS ..... File 40
STARFLEET PERSONNEL ..... File 43
OTHER CHARACTERS AND LIFE FORMS ..... File 58
STAR TREK: VOYAGER ..... File 71

STAR TREK ™ & © 1997 Paramount Pictures. All rights reserved.

THE TALAXIANS

OTHER GROUPS AND RACES

GALAXY FACTS

- **Comments made by Wixiban suggest that he, and therefore perhaps most Talaxians, are unfamiliar with transporter technology.**
- **Toffa ale, a popular drink among Talaxians, is served at many Delta Quadrant facilities.**

The fairer sex

Talaxians appear to have the regular male and female genders normal to most races. The outward sexual characteristics are similar to those of humans, and the females display the same ridges and skin markings as the males.

street people. They are not homeless, but you wouldn't expect to find them in the high rent districts.

Physically, the Talaxians are shorter in height than the average human, but are otherwise essentially humanoid in their appearance. They have several distinguishing features, including an indentation that runs down the center of the face, and dark skin spots, similar to birthmarks, which run from the forehead to the back of the neck. Beneath their clothes, these marks extend at least to the lower half of Talaxians' arms, and onto their hands.

Technological skills

The Talaxians have never been a particularly technologically advanced race, though they have achieved interstellar travel to a level where they have developed their own starships for commercial and recreational use, and have established colonies on nearby moons and planets. They are by no means a technologically backward race. On the other hand, they are rarely found very far away from their homeworld. Finding a Talaxian in the **Nekrit Expanse**, two light years from Talax, is unusual, and very few have traveled further than this. Even before their displacement by the Haakonians, Talaxians seem to have had little interest in exploring their Galaxy.

In order to survive among their technological superiors in the Delta Quadrant, the Talaxians have mastered the role of being everything to everyone. If you want a guide, hire a Talaxian scout; if you need weapons, see a Talaxian arms dealer. Talaxians claim to be among the best gourmet chefs in the Delta Quadrant. They have become, by necessity, the ultimate jacks-of-all-trades. However, their lives since the war have been hard, and because they need to make a living any way they can, they sometimes find themselves caught up in criminal activity through desperation rather than dubious morality.

Physiology

The few Talaxians that have been encountered to date by the **Federation** starship ***U.S.S. Voyager*** have all been quite friendly. It is unknown whether this is a common trait of their race, or just luck on the part of the *Voyager* crew.

Talaxian physiology is almost totally different from that of most other races, such as the humans, **Vulcans**, and **Bajorans** who are aboard *Voyager*. For example, their respiratory system is directly linked to several points along their spinal column. What might be a simple, almost routine, surgical procedure on another species can be a virtually impossible task when attempted on a Talaxian.

Because of its complicated nature, the Talaxian immune system will reject any organ donations outright. When Neelix had his lungs surgically removed by the **Vidiians**, it was only their advanced immunogenetical knowledge which enabled an **Ocampa** lung from **Kes** to be adapted as a replacement organ. However odd Talaxian physiology may seem to Federation personnel, it cannot be that unusual for the Delta Quadrant: the Vidiians find it as easy to harvest organs from this race as any other, and have kept the captured crews of Talaxian ships prisoner for years in their organ harvesting banks. Similarly, it is thought that a Talaxian and an **Ocampan** can cross-breed without the need for any extra medical intervention.

Immigrants

Many off-worlders find work on Talax as domestic servants and in the food and tourism industries. The planet's renowned beauty appeals to many.

TYPICAL TALAXIANS

Neelix

Neelix is the first Talaxian to be encountered by the Federation. He joins the *U.S.S. Voyager* as a guide when it becomes stranded in the Delta Quadrant. He has since acted as ship's cook and morale officer, and as an ambassador for his people.

Neelix has proved to be a valuable member of the U.S.S. VOYAGER's crew, even now that they have moved out of the areas of space with which he is familiar.

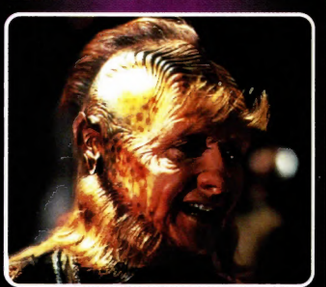
Praxim

Talaxians can show great courage and loyalty, especially when it comes to helping out members of their own race who are in danger. When Neelix's ship is held by the Kazon-Nistrim, Commander Praxim helps to bring about his release.

Commander Praxim works with the crew of the U.S.S. VOYAGER to rescue the ship's Talaxian member, Neelix, from the Kazon, even though it puts him in danger.

Wixiban

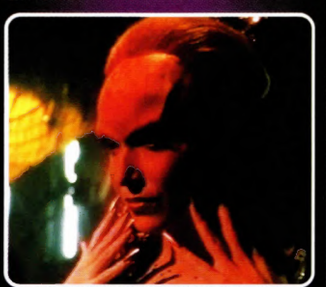
Since some 'nasty business with the Ubeans', things have not gone well for Wix. He makes a living by finding obscure items at low prices and selling them on to interested parties at a profit. But he often gets involved in more unsavory deals as well.



Wixiban is an old friend of Neelix, but does not share his moral code. Neelix doubts Wixiban's claims that his illegal activities are born out of necessity.

'Exotic Dancer'

Talaxian women are considered attractive by many other races, and this enables them to find work as exotic dancers in various establishments, such as bars frequented by the Kazon. This kind of work is not ideal, but it may be all that is available.



This Talaxian woman is employed as a dancer. Since the surrender of their homeworld, many Talaxians are forced to take whatever work they can get.

NAME:
U.S.S. ENTERPRISE NCC-1701-D

SYSTEMS:
CARGO BAYS

LOCATION:
DECKS 4/5 AND 33/39

The primary role of the ***U.S.S. Enterprise NCC-1701-D*** is exploration, but there are times when the ship is called upon for other duties, including the rescue or evacuation of civilian populations, the transfer of medical and emergency relief supplies, and the transport of cargo in need of immediate delivery. During such missions, the enormous cargo bays of ***Galaxy***-class starships are invaluable. A typical example of how the *Enterprise* utilizes its massive storage facilities is when the ship visits ***Deep Space Nine*** on **Stardate 46578.4** to deliver emergency supplies to the **Bajorans**.

Bulk cargo is generally loaded onto the *Enterprise* manually, through six large iris and flexible planar bay doors. These bay doors are located in the aft hull undercut, the forward ventral side of the **Battle Section**, and the ventral side of the **Saucer Section**. The doors open onto 18 individual cargo bays which serve as both holding and storage facilities as well as distribution points. In addition, there is a network of smaller cargo bays throughout the ship, to which area-specific material is routed for use during extended missions.

The cargo bays are large, empty rooms capable of storing large amounts of cargo. Lighting and temperature levels are maintained by computer as required.

Access to bays and cargo

Some internal cargo bays are not accessible by the external cargo doors or turbolifts. These internal bays are instead serviced by large cargo transporter pads. The materials are beamed into the bays and are monitored by computer.

Four cargo bay transporters are located in the Deck 4/5 cargo bay complex, with four additional units located in the cargo bay complex across Decks 33 to 39. These transporters are designed for use at the low resolution, non-life form molecular level, although they can be modified to transport life forms in emergencies.

Items requiring special handling or care, such as medical supplies or delicate instrumentation, are stored in smaller cargo bays. This makes rapid distribution or setup, by either transporter or antigrav pallets, that much easier for crew members.

The interiors of most cargo bays are fairly nondescript, consisting of very large two-story rooms. They are functional and utilitarian, lacking any seating or other comfort amenities. This ensures that storage area is kept to a maximum, and the bay can be easily modified to whatever purpose is needed. The walls are usually painted a flat, gunmetal-gray color, and lighting and staffing levels are normally kept at minimal levels until there is activity in the bays.

Cargo modules

Cargo modules are the primary storage units in the cargo bays. Modules come in a variety of sizes, but there are two standard shapes: cubes and cylinders. Some bays have specific alcove storage spaces to accommodate these modules. Of course, cargo which does not fit the standard modules can be stored in any size or shape container that is most appropriate and efficient. Cargo bays that do not have specific storage alcoves hold cargo modules in place via magnetic pads in the floor.

Cargo bays can also be used for a wide variety of other functions. Scientific experiments requiring larger spaces than those provided by the usual lab facilities, such as analyzing wreckage from crashed or salvaged spacecraft, can be set up in empty cargo bays. They can also be converted into functional emergency evacuation centers for victims or refugees, and in extreme circumstances can even be used as a makeshift weapon: luring an enemy to the cargo bays and then opening the doors onto space will depressurize the rooms and suck out anything inside them, while internal airlocks protect the rest of the ship from the vacuum of space.

Cargo containers are generally small and can be moved manually if possible. They are constructed in easy-to-stack shapes; cubes, cylinders, and symmetrical-sided barrels are common forms.

The cargo bay transporters can beam cargo directly into the bays from other areas inside or outside the ship, between a ship and a starbase, or from a ship to a planet. They are usually set to transport non-life forms only.

STAR TREK
™, ® & © 1997 Paramount Pictures. All rights reserved.

NAME:
U.S.S. ENTERPRISE NCC-1701-D

EVENT:
MAJOR INCIDENTS IN CARGO BAYS

The cargo bays of any ship are not the obvious place for a drama, but even these relatively spartan rooms have seen their fair share of excitement. By their very nature, the large bays are extremely adaptable, and sometimes play host to very unusual cargoes.

On **Stardate 42823.2**, the ***U.S.S. Enterprise NCC-1701-D*** rescues a forgotten colony of humans from the planet **Bringloid V**. The Irish-descended Bringloidi population, along with their livestock, set up camp in the cargo bays while the *Enterprise* attempts to find them a place to relocate. During this time, the emergency fire suppression system, present in all cargo bays, is activated when the Bringloidi light a campfire.

On **Stardate 45761.3**, the cargo bay again has a live occupant when the cocoon protecting a **Kriosian** empathic metamorph named **Kamala** is stored in a cargo bay to prevent her from bonding with of the male crew members.

Cargo bays, with their proliferation of containers often stacked above eye level, are an attractive site for fugitives and hostage-takers, especially as the cargo being stored may prevent the use of phasers nearby.

People as well as materials can be 'stored' in the cargo bay. The large open spaces make the bays the ideal location for the Bringloidi to set up camp while being relocated by the U.S.S. ENTERPRISE.

A cargo bay almost becomes the scene of a major galactic incident when the brainwashed Geordi La Forge comes close to assassinating the Klingon governor of Krios while under Romulan influence. Luckily, the plot is foiled.

The cocoon protecting the Kriosian empathic metamorph, Kamala, from outside contamination is kept in a cargo bay.

On **Stardate 44885.5**, a cargo bay is almost the site of an assassination when **Romulans** brainwash **Geordi La Forge** and order him to kill **Vagh**, the Klingon governor of Krios. Fortunately, **Data** is able to detect the e-band emissions controlling Geordi's mind before he can carry out his programming.

On **Stardate 46154.2**, a false-alarm 'explosion' in a cargo bay turns out to be a rupture between universes, through which *Enterprise* crew members are abducted and experimented upon by unknown aliens.

On **Stardate 47869.2**, cargo bay 5 is the site of an unusual birth. The *Enterprise* develops a rudimentary intelligence and weaves a neural web through its systems. The energy of the ship's systems, combined with vertion particles, creates a molecular form in cargo bay 5. This entity is nurtured by the ship until it reaches maturity, upon which it leaves the ship for a white dwarf star.

Some shuttlebays double as storage areas, although this can cause problems. Geordi La Forge finds himself trapped in a shuttlebay with canisters of dangerous chemicals during a shipwide disaster.

Q visits a cargo bay with Amanda Rogers, the daughter of two members of the Q Continuum who renounce their powers to live a mortal life instead.

FILE 40 OTHER STARSHIPS

The Batris

When the resourceful Klingon criminal Captain Korris flees imprisonment, he hijacks the *Antares*-class freighter the *Batris*, temporarily turning this simple ship into a fighting vessel.

OTHER CARDS IN THIS FILE...
4 ANTARES-CLASS FREIGHTER
4B CORVALLEN FREIGHTER
SEE OTHER FILES...
THE KLINGON FLEET.....File 34
STAR TREK: THE NEXT GENERATION.....File 69

The ***Batris*** is a typical example of an ***Antares***-class **Talarian** freighter, a highly adaptable make of ship which is popular with a number of races throughout the **Alpha** and **Beta Quadrants**.

In 2364, the *Batris* is hijacked by **Klingon** criminals – **Captain Korris** and his accomplices, including **Konmel** and **Kunivas**. The group are fleeing imprisonment for crimes committed against the **Klingon High Council**; they are political rebels who are not afraid to voice their opposition to the Klingon-**Federation** peace treaty. Under the leadership of Korris, the Klingons commandeer the Talarian freighter in the hope that a trader ship such as this will avoid attention and thus enable them to evade the Klingon security net.

Although the *Batris* is a freighter, intended for transporting cargo and not for fighting battles, it still carries a limited weapons arsenal; Korris and his men are by no means helpless. The ship has the standard complement of **phasers**, though its firepower is far below minimum **Starfleet** standards. It is primarily dependent upon a battery of ancient **mercylite rockets**. These are old-fashioned weapons, but they are nonetheless capable of inflicting severe damage on other starships, and eventually destroy a ***Klingon Battle Cruiser*** which pursues the *Batris*.

The outward appearance of the BATRIS is similar to that of any other ANTARES-class freighter. The only differences are in the way the determined but immoral crew put this versatile ship to use.

The vessel's defenses are equally outdated. It does have low-level deflector shield capabilities, but these can offer little protection against any prolonged attack by a superior enemy.

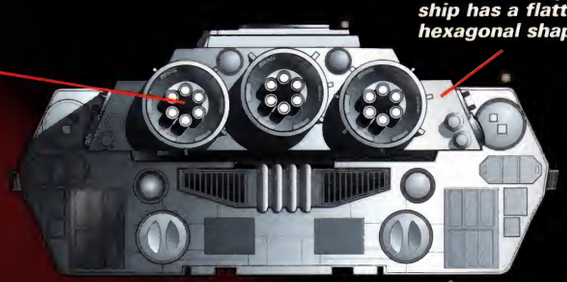
Not a fighting craft

This lack of weapons and other combat facilities on the freighter is somewhat surprising, since this is a Talarian registry ship. The Talarians exist in a remote corner of the Quadrant, and while seldom encountered

The Klingon crew who have hijacked the BATRIS are natural fighters who know how to get the best out of a ship, even one not built with combat in mind. Klingons can turn any ship into a warrior vessel.

STAR TREK
™ & © 1997 Paramount Pictures. All rights reserved.

AFT VIEW



THE BATRIS

First recorded:	2364
Type:	*Antares*-class freighter
Crew:	Klingons
Engines:	Deuterium drive
Weaponry:	Mercylite rockets
Defenses:	Low-level deflectors

PORT VIEW

The Batris

The BATRIS appears on the viewscreen of the U.S.S. ENTERPRISE NCC-1701-D. The Federation vessel has responded to a distress call and rescues the crew shortly before the ship explodes.

by the Federation because of their isolation, they have a reputation for being a fierce, warrior race.

The *Batris* has warp engine capabilities. These are limited in comparison to a Starfleet vessel, but are more than adequate for deep space travel. Nevertheless, it is surprising to find an *Antares*-class freighter as far from its normal operating area of space as the *Batris* is at the time of its hijack; nothing is known of its mission prior to Korris assuming command.

The main drive system of the *Batris* uses **deuterium** gas. This gas can be very toxic if a leakage occurs, which is always a possibility with the thin hulls used by *Antares*-class vessels to keep down the costs. Such a structural failure can create a potentially dangerous situation, as is the case on the *Batris* during the ship's battle with its pursuers in the **Neutral Zone**.

Inside and out

The crew of an *Antares*-class freighter such as the *Batris* normally consists of about 20 persons. But these freighters are often forced to operate under minimal standards, and are able to function quite effectively with a much smaller operations and engineering staff. The ship appears to suffer no major operating problems under the Klingon crew.

Like most vessels designed primarily for carrying cargo, living quarters for the crew and any passengers on the *Batris* are efficient but spartan, although no worse than Korris and his friends would be used to on a Klingon vessel. The simple modular rectangular structure of the *Antares* class lends itself to easy modifications for specific purposes. Much of the interior of the *Batris*, for example, is composed of wire-meshed grids, giving it an almost unfinished look. Exposed cabling and control conduits that would be totally unacceptable to Starfleet engineers are considered neither dangerous nor even untidy by the designers of these ships.

An away team from the U.S.S. ENTERPRISE beam over to the BATRIS. Inside, the ship is in a bad way; there is extensive structural damage and the hull is filled with smoke.

The ENTERPRISE crew explore in dim light, partly due to the BATRIS's design and partly because of the damage to the hull. The exposed wires are an original feature and are not due to damage.

Plan foiled

Unfortunately for Korris and his accomplices, their plan to use the *Batris* as an escape vehicle fails; they are detected, and the ship is pursued into the Neutral Zone by a ***Klingon Battle Cruiser***. The *Batris* manages to survive a space battle in quadrant nine, coordinates 070, mark 3 against the Klingon cruiser ***T'Acog***, but it is severely damaged in the encounter.

The ship receives several direct disruptor hits, which damage its shields. While not normally a critical situation, in the case of the thin hull of the *Batris* these phaser blasts are enough to cause a loss of integrity to the ships' structure. This results in a hull breach which will eventually lead to the vessel's destruction; compromising quality for cost has been a false economy.

Luckily for the crew, the stricken *Batris* is detected by the ***U.S.S. Enterprise NCC-1701-D*** when that ship's sensors detect photon explosions and phaser activity and the crew decide to investigate. The ship is damaged beyond repair, but three of the hijackers are rescued by an away team from the *Enterprise*; the *Batris* is destroyed by a hull breach shortly afterward. Sadly, the ship's survivors fare no better. Kunivas dies from his injuries, and Korris and Konmel are later killed trying to escape from another pursuing Klingon ship.

The BATRIS is severely damaged and will soon explode. Stronger hulls would make the ship safer but more expensive; safety has been compromised for cost.

ANOTHER VIEW

Looking through VISOR eyes

Starfleet vessels such as the *U.S.S. Enterprise NCC-1701-D* often respond to distress calls from ships in trouble, and do all they can to help their crews.

In the case of the *Batris*, the damage to the ship's hull integrity is a major problem and repairs are out of the question; all the *Enterprise* can do is try to evacuate the crew to ensure that their lives are saved. Even though Korris and his men lie to the Starfleet officers, claiming they were attacked by Ferengi, their lives are still worth saving.

A big help in the rescue mission is the Visual Instrument and Sensory Organ Replacement device worn by *Enterprise* crew member Geordi La Forge; the VISOR is able to 'see' outside the range of normal human vision, and can identify stresses and strains in the metal of the *Batris*'s hull which are not apparent to the naked eye. In this way, the Starfleet away team are able to identify damage which suggests a hull breach is imminent, and so they have sufficient warning to evacuate the doomed ship.

The view through the VISOR, displayed on the U.S.S. ENTERPRISE viewscreen, provides indications of stresses in the metal which are not apparent to the naked eye. This helps to locate damage.

By analyzing the information from the VISOR, it is apparent that the BATRIS is heading for a hull breach. There is no time to perform a repair of this magnitude, and so the crew have to be evacuated. The ship explodes almost immediately.

Dr. McCoy at Work

A workman may only be as good as his tools, but a good workman knows how to get the best out of the instruments at his disposal — and Dr. Leonard H. McCoy can work miracles.

Throughout **Dr. Leonard H. McCoy**'s long career as a **Starfleet** Chief Medical Officer he frequently claims to place his faith in a healthy set of tonsils over data from medical gadgets. Such a statement is difficult to take seriously from a man who clearly knows how to get the best from the advanced equipment at his disposal.

When McCoy takes over as Chief Medical Officer of the ***U.S.S. Enterprise NCC-1701*** in 2266, under the command of **Captain James T. Kirk**, he has access to the best medical equipment on any starship.

McCoy can usually be found in sickbay, a fully-equipped onboard hospital, outfitted with several biobeds as well as computer consoles and other medical equipment. Sickbay is usually the first stop for patient diagnosis, and all surgery takes place here.

Health aids

To aid his work in sickbay, McCoy has several instruments at his disposal. The device used to administer medications is the **hypospray**. McCoy's model still resembles the old hypodermic syringe, even though his version injects medications via a powerful blast of air rather than via a needle.

McCoy uses a hand-pumping spray applicator to deliver external antibiotics or other medications. This can also be used to dress modest wounds.

PROFILE ON McCOY

NAME: Leonard H. McCoy

LIFE FORM: Human male

OCCUPATION: Chief Medical Officer aboard the Starfleet vessel ***U.S.S. Enterprise NCC-1701*** and her successor, the ***U.S.S. Enterprise NCC-1701-A***.

COLLEAGUES INCLUDE: Nurse Christine Chapel, Doctor M'Benga

MAIN EQUIPMENT: Fully equipped shipboard sickbay including biobeds; medical field pack for landing party missions. In addition to standard equipment, McCoy's extensive medical knowledge and sharp intellect ensure that he can make the most of whatever is available.

FIRST SEEN: 'The Corbomite Maneuver' [TOS]

Leonard McCoy has numerous medical instruments at his disposal to help keep the crew of the U.S.S. ENTERPRISE as healthy as possible. His medical knowledge and skill as a surgeon ensure that human and alien lives can be saved in even the most dire circumstances.

FRIENDS & COLLEAGUES

★ Valued team

McCoy has a team of highly qualified nurses and doctors under his command, including Dr. M'Benga, who once interned in a Vulcan ward.

★ Treating friends

Dr. McCoy often finds himself in the position of having to save his friends' lives. At times like this, he cannot let his feelings for his fellow crew members distract him from his work, and must stay as alert as possible throughout the treatment.

★ Productive partnership

Nurse Christine Chapel is always on hand to help McCoy. She is a capable and dedicated nurse who goes on to have a successful career with Starfleet Medical.

★ Emergency measures

McCoy's knowledge of his medicines and tools is put to the test when Spock's father, Ambassador Sarek, needs emergency surgery following a heart attack. The operation is a complete success, and Sarek's life is saved.

STAR TREK
™, ® & © 1997 Paramount Pictures. All rights reserved.

Dr. McCoy at Work

First aid

When crew members feel under the weather, sickbay is their first stop. McCoy can nearly always put things right and soon have the crewman returned to health.

A **trilaser connector** and **sonic separator** are two devices used by McCoy when the **Teacher Device** provides guidance on how to restore Spock's brain after it is stolen and taken to **Sigma Draconis VI**. Luckily, the doctor's expertise allows him to quickly assimilate these new techniques and restore his friend to perfect health.

Right combination

Although the medical techniques of the 23rd century are more automated than those of the past, doctors still need a high level of training. Preparing medicines that can save lives is still a very precise science which requires a human touch.

Biobeds

Patients in sickbay wear blue coveralls and lie on biobeds. Above the biobeds, there is a plethora of equipment which McCoy can use to discover the cause of their symptoms and monitor their recovery.

Hypospray

One of McCoy's most valuable tools is the hypospray, which can administer medicine through uniforms and can be used in the field as well as in a shipboard sickbay.

Another device McCoy uses is described as a 'white sound' device. This is able to mask heartbeats, and the doctor understands it well enough to use it in an unorthodox manner: to locate a shipboard intruder by screening out all other heartbeats until only the intruder's remains.

Useful tests

Dr. McCoy has, on file, benchmark tests on the crew even before coming to the *Enterprise*. His sickbay is outfitted with equipment to conduct a number of these same tests for comparison. Specifically, the **Robbiani dermal-optic test**, which measures responses to visual simulations of different colors, creating a definition of the subject's emotional structure; the brain-circuitry pattern diagnostic that monitors neural activity; the hyperencephalogram which offers information regarding brainwave activity; and the **Steinman analysis** that provides voice analysis and brain pattern data.

Outside sickbay

When in the field, McCoy wears the standard collection of medical hardware: a medical tricorder and a hypospray holster. The medical tricorder accepts readings from a medical hand scanner, but also contains a number of medical references.

Sometimes medical research must be done on the spot. For example, when a landing party find themselves suddenly infected with a virus that has been created to extend life, McCoy is able to develop an antitoxin with the help of the blood analyser unit. A **psychotricorder**, which usually requires a specialist to operate it, can be used to capture and record recent memories.

When *Enterprise* crew members go into the field, the doctor can inject them with a subcutaneous transponder – rubidium crystals inserted under the skin – which can be used to signal for immediate beam-up.

Despite the available medical equipment, the most basic piece of equipment in a doctor's arsenal is his or her own flexibility and creativity. In 2267, the doctor encounters a unique silicon-based life form on **Janus VI**. McCoy treats the creature using 'medical supplies' from the emergency shelter storeroom, where he finds a bag of silicon-based thermoconcrete that he uses to bandage the creature's wound. The best doctors are those whose first priority is healing the patient, no matter how much, or how little, equipment is at their disposal.

"Beam down a biocomputer and a portable electron microscope . . . I'm gonna need better equipment than what I have here." — McCoy on Miri's Planet

OUT OF TIME

Primitive measures

By 2286, McCoy's medical equipment has gained a new sophistication. During a mission to the late 20th century, the doctor is appalled by the primitive treatment on offer in the medical facilities of that time, and insists on 'rescuing' the injured Lt. Pavel Chekov from hospital so that he can treat the man himself. By simply placing a small device on his crewmate's forehead, a bleeding artery in Chekov's brain is repaired in seconds and major surgery is avoided. McCoy also carries a bottle of pills in his black bag that restores full kidney function to an elderly woman needing dialysis – a direct breach of rules governing time travel, but one that McCoy believes is justified.

Instant cure

In the late 20th century, patients with kidney problems faced dialysis or a transplant. Three hundred years later, the same ailment can be cured almost instantly by a single, easily digestible pill. McCoy cures a 20th-century female in contravention of rules governing time travel.

FILE 44 NON-STARFLEET HUMANS

Nikolai Rozhenko

Nikolai Rozhenko is a **United Federation of Planets** cultural observer who is dedicated to his job and the people he is studying. When an ecological disaster threatens to wipe out the population of **Boraal II**, he cannot stand by and let an entire race die.

SEE OTHER FILES...
UNITED FEDERATION OF PLANETS.....File 7
OTHER GROUPS AND RACES.....File 18
U.S.S. ENTERPRISE NCC-1701-D.....File 25
STARFLEET PERSONNEL.....File 43
STAR TREK: THE NEXT GENERATION..File 69

Nikolai Rozhenko was only a child when his father **Sergey** brought home an orphaned **Klingon** child named **Worf**. Sergey and his wife **Helena** raised young Worf and Nikolai as brothers, but the couple's natural son was very different to his adopted younger brother. According to Worf, during their childhood Nikolai created chaos everywhere he went.

Nikolai was wild and disobedient, and caused his parents no end of worry. Often the Rozhenkos would lie awake at night after their son failed to come home, worrying about where he was. His actions sometimes reduced his mother to tears. He was the opposite of his Klingon foster brother, who in many ways was the perfect son. Worf and Nikolai had many disagreements during their childhood.

As Nikolai reached adulthood, he changed little. For a time, he attended **Starfleet Academy**, but the rules and protocol did not suit him and he dropped out after only a year. Although he has many fine qualities – he is brilliant and persuasive, and a natural leader – he was not suited to a Starfleet career.

New career

Instead, Nikolai becomes a **Federation** cultural observer and is posted to **Boraal II**, a society far behind the technological standards of the **United Federation of Planets**.

On Boraal II, Nikolai becomes more involved than he should with the society he is observing. He is a naturally thick-set man, like his father, and, surgically altered to look like a Boraalan villager, he is free to mix with the natives. He is soon involved in a romantic relationship with a Boraalan woman, **Dobara**; he dresses in typical Boraalan clothes, and the villagers have no idea that he is an alien from another planet. They think he is simply from another Boraalan village.

When the dissipation of the planet's atmosphere threatens to wipe out this peaceful and spiritual people, he has no hesitation in putting their needs before the rulings of the **Prime Directive**.

Plasmodic storms ravage the planet surface, so Nikolai gathers the villagers together and leads them into caves, which he then protects with a deflector shield. He sends a distress call which is picked up by the ***U.S.S. Enterprise NCC-1701-D***, and when Worf arrives he tells the villagers that his brother is a seer from another village who has come to help them. The simple Boraalans clearly respect Nikolai and respond to his leadership qualities, especially in these difficult times.

Breaking the rules

When **Captain Picard** refuses to further violate the Prime Directive, Nikolai secretly beams the villagers to one of the *Enterprise*'s **holodecks**, even though he knows that this will mark the end of his career with the Federation. He is used to thinking on his feet, and tells his brother that he will

PROFILE ON NIKOLAI ROZHENKO

NAME: Nikolai Rozhenko

LIFE FORM: Human male

OCCUPATION: Former Starfleet Academy student and United Federation of Planets cultural observer. Now living in a Boraalan village on Vacca IV.

FAMILY: Parents, Sergey and Helena Rozhenko; foster-brother, Worf; lover, Dobara; at least one child

FIRST SEEN: 'Homeward' [TNG]

Nikolai Rozhenko abandons a career as a Federation cultural observer to live a simple life with the villagers he has been studying, far from 24th-century technology.

REUNIONS AND GOODBYES

★ **Brother**

Nikolai is delighted to see Worf when the Starfleet officer beams down to caves beneath the surface of Boraal II. He claims that Worf is from another village.

★ **Parting**

Worf returns to the U.S.S. ENTERPRISE, but Nikolai remains on Vacca VI with the villagers. Nikolai's girlfriend is pregnant, and he wants to stay with her.

★ **Savior**

Without Nikolai Rozhenko's help, the Boraalan villagers would have died in plasma storms. Although they have no idea what really happened, Nikolai has still broken the Prime Directive, ending his career.

STAR TREK. TM, ® & © 1997 Paramount Pictures. All rights reserved.

PERSONNEL FILES

FILE 44 CARD 13

Nikolai Rozhenko

"I wasn't going to let those people die just because your captain started quoting Federation dogma to me."

— Nikolai Rozhenko to Worf

not be bound by the abstractions of Federation protocol; the lives of the Boraalans are far more important.

He has been thinking about what to do for days, and has what he thinks is a foolproof plan: inside the holodeck, the villagers think they are still on their homeworld. By changing the program gradually, he can lead them across what they think is their own planet to a terrain resembling that of another, to which they can then be beamed down. There, they will continue their lives without ever realizing what has happened.

With the villagers already aboard the ship, Captain Picard has little choice but to go along with the plan. Although Nikolai is completely convinced that he is doing the right thing, his brother is angry with him, accusing him of acting as he did in their childhood, of not considering the consequences of his actions while expecting other people to solve the problems he has created. They argue bitterly about what he has done.

Happy families

Inwardly, Nikolai is not quite as sure of himself as he appears. His partner **Dobara** explains to Worf that she has never seen her lover like this; usually he is extremely confident, a brave and compassionate man, but she knows that now he is very worried. She tells Worf she wants them to be happy so that she can consider him her brother, and that this is particularly important to her as she is carrying Nikolai's child.

Despite the potential problems, Nikolai's plan works, and the villagers are beamed to the surface of **Vacca VI**, a new world on which they will be able to start a new life.

Knowing that his career with the Federation is over, Nikolai chooses to remain with the Boraalans on their new homeworld. His child will need a father and the villagers will need a new chronicler, someone to keep the written history of their race. He says Worf would have to kill him to get him away from the villagers now.

Saying goodbye

Nikolai asks Worf to explain what he has done to their parents; he does not think they will understand, but Worf thinks they will, and will at least be glad that he is happy. Worf beams back to the *Enterprise*, leaving his brother to his new life on Vacca VI. The crew reflect that if Nikolai had been more like Worf, with his dedication to duty, the Boraalans would have died. Nikolai might have broken the rules, but he has ensured the continued existence of an entire race. The irony is that the Boraalans may never know how much of a debt they owe him, nor how much he has sacrificed to remain with them. For all they will ever know, Nikolai is just a man from another village.

★ Journey

Nikolai tells the villagers they will be traveling through the caves under their planet's surface; they have no idea they are on the holodeck of a starship. When they are beamed to the surface of Vacca VI, they think it is another area of Boraal II.

★ New family

Dobara does not realize that the father of her child is an alien, from a planet far away. She has no reason to doubt his story that he is from another Boraal village.

FAMILY TIES

Galactic heritage

Nikolai is the natural son of retired Starfleet Chief Petty Officer Sergey Rozhenko and his wife Helena. While the Rozhenkos' adopted son Worf followed his father into Starfleet, the rules and regulations were not for the wild Nikolai. Nikolai is much more suited to living the simple life of a Boraalan villager with his lover, Dobara, and their child, than he is to the disciplined life of a starship. He may never see his parents or his brother again, but they will take comfort in the knowledge that he is happy, and has no regrets about what he has done.

★ Parents

Nikolai's wild behavior in his youth often upset his parents, Sergey and Helena Rozhenko.

★ Mixing with the villagers

Dobara sees only the good side of Nikolai: the strong leader and the determined friend who has the strength of will to save her people. When he and Worf argue, she hopes the brothers will make up for the sake of her child.

★ Brother

The adopted Worf was closer to being a perfect son than Nikolai. He followed their father into Starfleet – unlike Nikolai, who dropped out of Starfleet Academy after a year.

Starfleet Rank Insignia: 2266

The Starfleet uniforms of the late 2260s incorporate a distinctive way of displaying rank. A series of solid and broken bands of gold braiding around the wrist of the tunic sleeves clearly designate ranks, from lieutenant to commodore.

During the 2250s, rank designation on **Starfleet** uniforms is simple: officers carry a gold braid on their sleeve, enlisted personnel do not. There is no separate differentiation for the captain. Later, this system is expanded to include a double gold braid worn by the captain, but it is not until 2266 that a system covering all higher ranks is introduced.

Along with the new color designations for the various starship departments, the new uniforms introduced in 2266 carry distinct insignia to identify the ranks of lieutenant through to commodore. By the use of a simple system of gold braiding, worn on the sleeve at wrist level, an officer's rank can be easily identified at a glance. The bands of braiding are solid or broken, and range from one solid band for a lieutenant to two solid bands bordering a broader gold strip for a commodore. Ensigns and enlisted personnel carry no rank insignia.

Combined with the division-specific shirt colors, and the starship-specific badges, the rank insignia completes a simple but effective system which allows a Starfleet officer's ship, division, and rank to be instantly identified – for example, an officer wearing a blue shirt, with one unbroken gold braid on his sleeve and the ship-specific badge of the ***Starship Enterprise*** is immediately recognized as a science officer serving aboard that ship who holds the rank of lieutenant. With starship crews of this period already growing beyond the point where captains can be expected to know every member of their crew personally, this system soon becomes invaluable. Its only deviation is that the alternative green tunic sometimes favored by captains may display the rank on the shoulder rather than the sleeve.

When the current design of uniform is replaced in the 2270s, this system of rank insignia is retained in a simplified form on the sleeves of most duty uniforms, or can alternately be displayed by a series of smaller bars on epaulets worn on the shoulders of the short-sleeved variants.

Any Starfleet mission team will be comprised of a number of ranks, from crewman through to captain. Even a small shuttle may contain crew from several different ranks. The prominent sleeve insignia allows the chain of command to be easily recognized.

Sleeve insignia is reserved for the higher ranking officers of Starfleet only. Lower ranks, such as enlisted crewmen and ensigns, do not display their rank.

The prominence of the sleeve insignia ensures that an officer's status is apparent at all times. The rank of captain can also be differentiated by a green tunic not worn by any other crew member.

Sleeve insignia is not displayed on dress uniform. Here, rank is differentiated by the thickness of the gold braiding down the front of the dress tunic. Different colors for duty divisions are retained as in duty uniforms.

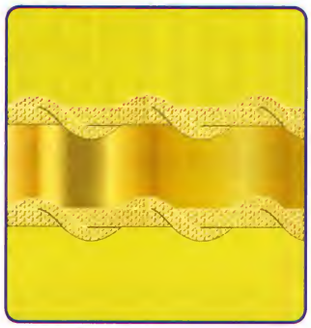
STAR TREK
™, ® & © 1997 Paramount Pictures.
All rights reserved.

Starfleet Rank Insignia: 2266

COMMODORE

Commodore is one of the highest ranks in Starfleet. Commodores serve in a variety of positions, but are usually in command of a starship or starbase. Their sleeve rank designation is the most elaborate of all such designs, comprising a wide gold band bordered on each side by a thick gold braid. Other than the rank braids, a commodore's uniform is indistinguishable from the standard mustard tunics of other command officers.

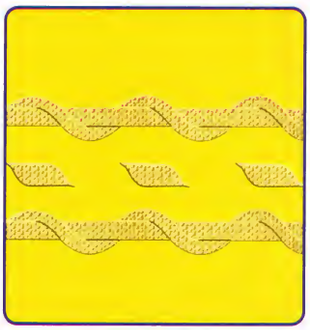
Commodore Matt Decker is the commanding officer of the U.S.S. CONSTELLATION, a position which is, in effect, identical to that of a starship captain. However, Commodore Decker outranks Captain Kirk and is able to use this to his advantage when they disagree.



CAPTAIN

The rank of captain is designated by three gold braids, the middle one of which is broken. The rank insignia is always displayed on the mustard command shirts, but on the green tunics worn for a brief period in the late 2260s it is sometimes displayed on the shoulders as a 'V'-shaped braid; on this version, the sleeves carry no decoration. The color coding of the green shirt provides a more prominent way of differentiating the captain, and works as a visual identification over a much wider area, far beyond the visual limits of the sleeve insignia. Such recognition can prove especially important on landing party missions.

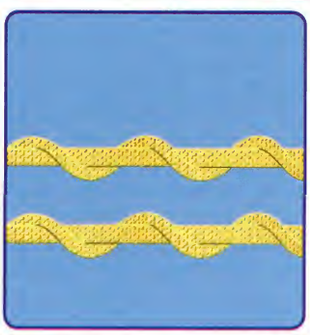
Captain James T. Kirk wears many uniforms throughout his long and distinguished Starfleet career, and holds many ranks, from ensign to admiral. He is best remembered for the years he spends as captain of the famous starship U.S.S. ENTERPRISE NCC-1701.



COMMANDER

Although a starship's first officer usually holds the rank of commander, and is undoubtedly a command officer, he or she may retain the shirt color of their specialist area, such as the blue shirt of science and medical rather than the mustard shirt which designates command. Whatever the color of a first officer's shirt, his position in the chain of command is clearly designated by the rank insignia on his sleeve: two unbroken gold braids.

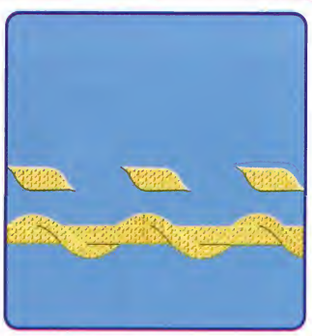
Mr. Spock is Captain Kirk's first officer and the U.S.S. ENTERPRISE's science officer. The blue shirt of the science department marks the latter, while his rank insignia, displayed prominently on the lower sleeves, indicates his command position.



LIEUTENANT COMMANDER

Lieutenant commanders often head the various departments within a starship, and in these cases retain the shirt color of their specialist area, such as the red of engineering for the chief engineer and the blue of science/medical for the chief medical officer. Their rank is represented by two gold braids; the one closest to the hand is solid, while the other is broken. The short-sleeved medical tunic occasionally worn by medical personnel carries no rank insignia.

Chief Engineer Montgomery Scott is identified as an engineer by his red shirt. The sleeve insignia shows that he holds the rank of lieutenant commander; such a high rank indicates that he is the head of that department. Other engineers will range in rank from crewman upwards.



LIEUTENANT

Lieutenant, the lowest rank displayed by sleeve insignia, is marked by a single, unbroken gold braid. Below this, all sleeves are plain; there is no rank insignia differentiation between ensigns, who have attended **Starfleet Academy** but have only recently graduated, and enlisted crewmen who have not attended the Academy. Similarly, there are no visible differences in the uniforms of any of the ranks within enlisted personnel. Lieutenants are found throughout every department of a starship, and wear the shirt color appropriate to their division.

Lieutenant is one of the most common ranks found on a starship, indicating those officers who have started their climb up the promotion ladder but still have a long way to go. Bridge positions such as helmsman and navigator are often manned by officers of this rank.

FILE 69 STAR TREK: THE NEXT GENERATION

'The Naked Now'

The ***S.S. Tsiolkovsky*** has suffered a terrible tragedy. The crew of the ***U.S.S. Enterprise NCC-1701-D*** investigate, and soon they too are infected with the **PSI 2000** virus, causing them to act in unexpected and potentially fatal ways.

CAPTAIN'S LOG STARDATE 41209.2

"We are running at warp 7 to rendezvous with the science vessel S.S. TSIOLKOVSKY, which has been routinely monitoring the collapse of a red super-giant into a white dwarf. What has brought us here is a series of strange messages indicating something has gone wrong aboard the research vessel."

The ***U.S.S. Enterprise NCC-1701-D*** hails the ***S.S. Tsiolkovsky***; it is greeted by a seductive female voice, followed by the sound of an escape hatch being blown. Scans show no signs of life on the ship. When an away team beam aboard the research vessel, **Data** observes evidence of a wild party; **Geordi** discovers dead bodies in crew quarters.

When the away team return to the *Enterprise*, Geordi begins to run an extremely high temperature. **Dr. Crusher** confines him to sickbay, but he makes a swift exit when the Doctor is called away. While wandering round the *Enterprise*, La Forge encounters **Wesley Crusher** before **Tasha Yar** persuades him to return to sickbay.

Past victims

Research by **Riker** and Data turns up a captain's log from **James T. Kirk**, which recounts an incident when the ***U.S.S. Enterprise NCC-1701***, like the *Tsiolkovsky*, monitored a planet breaking up. Huge shifts in gravity gave rise to the virus **Psi 2000**; Kirk's crew became infected and started to act in wild, passionate, or irresponsible ways. Data downloads this information to sickbay; the file includes a cure.

An affected Wesley Crusher manages to take over the ship's command computer. **Captain Picard** reluctantly allows him to lock a tractor beam onto the *Tsiolkovsky* so that the *Enterprise* can begin towing it away. But huge chunks of the nearby star's exploded surface are heading directly toward the *Enterprise*.

By the time the electronic barricades Wesley has placed around the control room are removed, another affected crew member has dismantled all the computer's data chips. An equally afflicted Data has to reassemble the chips in order to reconnect engine power to the bridge. To gain time, the *Tsiolkovsky* is pushed into the path of the star material.

Data repairs the damage with just seconds to spare; power is restored, and the *Enterprise* moves out of danger. At last, Dr. Crusher can begin to administer a serum to the ship's crew.

STARSHIP FACTS

After the cure is administered, Captain Picard tells his officers: "I think we shall end up with a fine crew ... if we avoid temptation."

ON SCREEN...

1 Geordi is running a high temperature after returning from the research vessel S.S. TSIOLKOVSKY, and by wandering out of sickbay he has infected the rest of the crew.

2 An infected Tasha Yar discovers that Data is fully functional in every way. He is more than willing to give her a complete demonstration.

3 Even Data is acting strangely, and Captain Picard is forced to take him off duty. It seems that everyone has caught the highly contagious disease.

4 In Engineering, an infected crew member has taken out all the ship's computer chips. Data must replace them quickly to avoid disaster.

5 Wesley's mini-repulsor project proves useful; the same principle can be used to save the crippled U.S.S. ENTERPRISE from a chuck of collapsed star.

6 Using the repulsor theory, the S.S. TSIOLKOVSKY is moved into the star fragment's path, giving the ENTERPRISE crew the precious time they need.

STAR TREK. ™ ® & © 1997 Paramount Pictures. All rights reserved.

FILE 69 STAR TREK: THE NEXT GENERATION

'Code Of Honor'

The proud inhabitants of the planet Ligon II possess a rare vaccine for the terrible Anchilles virus. When the Ligonians kidnap Tasha Yar, they initiate a diplomatic crisis which can only be resolved by a fight to the death.

CAPTAIN'S LOG
STARDATE 41235.25

"Our location: planet Ligon II, source of a rare vaccine needed on Federation planet Styris IV. Starfleet has instructed me to engage in a friendly visit and open treaty negotiations to acquire this medicinal substance."

In the transporter room of the ***U.S.S. Enterprise NCC-1701-D***, **Captain Jean-Luc Picard** presents his senior officers to **Lutan**, leader of the planet **Ligon II**. When Lutan's 'secondary', **Hagon**, offers Picard a sample of the **Anchilles fever** antidote, **Tasha Yar** insists that she first inspect the vaccine before her Captain handles it. Hagon tries to brush her aside, but she neatly tosses him over her shoulder, and grabs hold of the vaccine. Lutan is visibly impressed by Yar's show of strength, and tells Hagon: "The female may be exactly what I have needed."

As Lutan prepares to leave, he extends a 'personal farewell' to Tasha, then grabs hold of her and transports away. Lutan responds to Picard's protests by inviting the Captain to a banquet where, if Ligonian honor is satisfied, Tasha will be safely returned.

At the banquet, Picard respectfully asks for the return of his officer. Lutan tells him that he cannot release Yar as he is in love with her, and wants her to become his new 'First One'. **Yareena**, Lutan's present First One, immediately invokes the Ligonian **law of supersedence**: unless Yar agrees to fight Yareena to the death, there will be no treaty or vaccine.

To the death

After choosing their weapons – gloves embedded with poisonous spikes – Yareena and Yar commence fighting. They seem evenly matched, but eventually Tasha delivers the killing blow; she and the poisoned Yareena are beamed to the ship.

As Yar delivers the death blow, Lutan reluctantly agrees to release the vaccine; however, when he accompanies Picard back to the *Enterprise*, he discovers Yareena alive and well, revived by **Dr. Crusher**. Before Lutan can dispute the vaccine agreement, Yareena informs him that she now wishes Hagon to be her First One: he, instead of Lutan, will now have control of her considerable land and wealth, allowing him to become the new leader of Ligon II. The demoted Lutan is left with only his honor.

STARSHIP FACTS

On the *U.S.S. Enterprise*, Data questions Geordi La Forge over the nature of 'human humor'. It will be a long time before the android understands this phenomenon.

ON SCREEN...

1 *Chief of Security Tasha Yar does not let Captain Picard handle the canister containing the fever vaccine until she is sure that it is safe for him to do so. The Ligonians are impressed by her actions.*

2 *Tasha demonstrates her hand-to-hand combat skills to the Ligonians in the U.S.S. ENTERPRISE's holodeck. This further endears her to Lutan, the ambitious Ligonian leader.*

3 *Lutan calls his palace on Ligon II his "center place". He invites the ENTERPRISE crew to a lavish banquet after which, if Ligonian honor is satisfied, he will free the kidnapped Tasha.*

4 *Tasha must fight Yareena, Lutan's current First One for the right to hold that title. This is all part of Lutan's plan to get rid of his wife so that he can control her extensive wealth and lands.*

5 *Yareena has been poisoned and Ligonian honor is satisfied. Thanks to the medical technology aboard the ENTERPRISE, her injuries are not fatal.*

6 *Yareena has the last laugh – she replaces the scheming Lutan with Hagon, who will be her new First One. Lutan's ambitious plans are over.*

FILE 70 STAR TREK: DEEP SPACE NINE

'Destiny'

When an attempt by **Cardassian** scientists to establish communication with the **Gamma Quadrant** threatens to destroy the **Bajoran wormhole**, events appear to be unfolding in a way which is unnervingly close to a disaster foretold in an ancient prophecy.

STATION LOG
STARDATE 48543.2

"A team of Cardassian scientists is coming to the station to assist us in deploying a subspace relay in the Gamma Quadrant. If successful, it will allow communication through the wormhole for the first time."

Vedek Yarka warns a skeptical **Sisko** and **Kira** that the arrival of a team of visiting **Cardassian** scientists is foreshadowed by an ancient prophecy and will lead to the destruction of the wormhole. When the Cardassian scientists **Ulani** and **Gilora** are welcomed aboard ***Deep Space Nine***, they inform Sisko that they will shortly be joined by their colleague **D'Jar** ... an event in keeping with the prophecy.

Sisko, Kira, **Dax**, and the Cardassians board the ***U.S.S. Defiant*** and head toward the wormhole to conduct experiments in **subspace** relay communications. When Dax observes a **silithium**-rich comet passing close by, Kira infuriates Sisko by suggesting that this is the prophecy's 'sword of stars'.

The first signals from the relay cause the wormhole to open. The resulting gravitational surge alters the course of the comet; it is now heading directly toward the wormhole, which will be destroyed by contact with the comet's silithium. Attempts to destroy the comet before it reaches the wormhole simply shatter it into three pieces.

Sabotage revealed

Gilora accuses D'Jar, a member of the **Obsidian Order**, of sabotage. The Order has always been opposed to the peace treaty with Bajor, and Sisko is well aware that if the first joint venture between Bajor and Cardassia is a failure it will probably be the last. D'Jar is taken to quarters and detained.

It is too late to stop the comet fragments reaching the wormhole but, on Gilora's suggestion, **O'Brien** manages to generate a subspace bubble around a shuttlepod helmed by Sisko and Kira; this should contain the silithium. The pod maneuvers among the fragments, but small amounts of comet material leak into the wormhole.

However, the silithium traces have an unexpectedly benign effect: they enable the test messages to finally transmit. Kira observes that Vedek Yarka interpreted the prophecy incorrectly: the vipers were the comet pieces, not the Cardassians. The silithium has 'burnt the temple gates', and the wormhole will never close again.

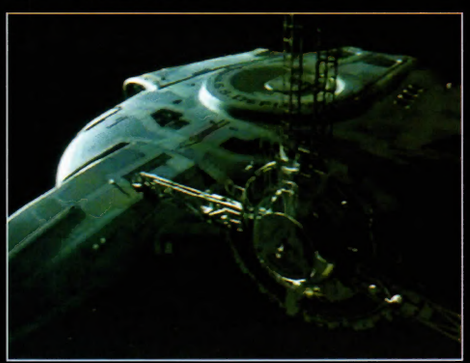
STARSHIP FACTS

Vedek Yarka has been defrocked by the Bajoran Assembly for protesting the Cardassia/Bajor peace treaty.

ON SCREEN...

1 *An ancient Bajoran prophecy warns that "When three vipers try to peer through the temple gates, a sword of stars will appear in the heavens. The temple will burn and the gates will be cast open."*

2 *Kira points out that there are only two Cardassians, not the three 'vipers' indicated in the prophecy. However, when Gilora and Ulani arrive they say that they will soon be joined by a third scientist.*



3 *The Cardassians are helping to conduct experiments which will enable communication through the Bajoran wormhole via a subspace relay station.*

4 *D'Jar and the Obsidian Order are behind the sabotage, but the other Cardassians genuinely want to help. Gilora suggests using a subspace field to contain the comet.*

5 *The shuttlepod flies in among the comet fragments; its subspace field will contain the silithium. The small amount which leaks out has a beneficial effect.*

6 *Amazingly, the communications begin to transmit. The wormhole has been lodged slightly open; the ancient prophecy has been fulfilled.*

STAR TREK. ™ & © 1997 Paramount Pictures. All rights reserved.

FILE 70 STAR TREK: DEEP SPACE NINE

'Prophet Motive'

When the **Ferengi Grand Nagus Zek** encounters the aliens who reside in the **Bajoran wormhole**, they find his obsession with profit unpleasant and alter his personality, leading him to rethink the **Rules of Acquisition**. To **Quark**'s horror, it seems that greed is dead.

'PROPHET MOTIVE'

1: If they want their money back, give it to them.
10: Greed is dead.
21: Never place friendship before profit.
22: Latinum tarnishes, but family is forever.
23: Money can never replace dignity.
285: A good deed is its own reward.
– Grand Nagus Zek's Revised Rules of Acquisition

Rom bursts into **Quark**'s private quarters. He excitedly tells his brother that the **Ferengi Master of Commerce, Grand Nagus Zek**, has returned to ***Deep Space Nine***. Upon his arrival, the Grand Nagus offers Quark and Rom a surprisingly warm greeting before telling them he has just completed "the shining triumph" of his life: a new version of the **Rules of Acquisition**.

Quark eagerly examines the new rules, but is shocked to discover that the principle of greed central to Ferengi moral standards has been replaced by generosity.

Quark is convinced that Zek is seriously ill, but when **Dr. Bashir** examines the Nagus, he finds nothing wrong. A bubbly Zek invites the Doctor to a party, where he will donate a gift to the **Bajoran** people. Rom and Quark break into the Nagus' personal shuttle and learn that the gift is one of the missing **Bajoran Orbs**; Quark examines the Nagus's personal log and discovers that Zek obtained the Orb from a contact on **Cardassia III**. He then headed straight for the wormhole, but stayed inside for only a few minutes before journeying directly to ***Deep Space Nine***. Quark believes that the **Prophets** have somehow altered Zek's personality.

Back to normal

Quark kidnaps the Nagus and takes him into the wormhole. Using the **Orb of Wisdom**, Quark makes contact with the aliens and demands that they restore Zek's personality. The Prophets tell Quark that the Nagus had asked them for a glimpse into the future; they were so offended by Zek's manner that they evolved him back into a less adversarial stage of Ferengi existence.

Quark promises that the Prophets will never be bothered by another member of his race if Zek's greedy nature is restored. The Prophets, tired of linguistic communication, agree. When Quark returns, he is overjoyed to discover that the Nagus intends to sell the Orb to the Bajorans for a hefty sum; Rom and Quark are instructed to destroy his new Rules of Acquisition. The old Zek is back.

STARSHIP FACTS

Dr. Bashir is shortlisted for the Carrington Award, the Federation's highest medical honor; he is the youngest person ever nominated. Dr. Henri Roget is the eventual winner.

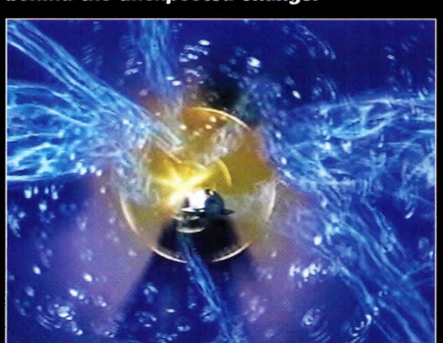
ON SCREEN...

1 Quark is horrified: Grand Nagus Zek has rewritten the Ferengi Rules of Acquisition to include ideas of generosity. The new rules go against everything a good Ferengi believes.

2 Quark is sure that the Grand Nagus must be seriously ill, but Dr. Bashir's tests can find nothing wrong – even when Zek starts to talk of throwing parties and handing over gifts.

3 Aboard the Nagus's shuttle, Quark discovers a Bajoran Orb. This, and entries in Zek's personal log, lead Quark to suspect that the wormhole aliens are behind the unexpected change.

4 Quark smuggles the Grand Nagus back aboard his shuttle for a return trip to the wormhole Prophets. For the sake of Ferengi everywhere, Zek must be returned to normal.



5 Quark takes Zek back into the wormhole. The Prophets have grown bored with talking to the Ferengi and do as Quark asks in return for a promise that the race will not bother them again.

6 Zek is back to normal: he decides to sell the Orb back to the Bajorans rather than give it away, and tells Rom and Quark to destroy the revised Rules. Quark breathes a sigh of relief.

C continued

Chakotay This human male of American aboriginal lineage was active in the **Maquis** until he and his crew became stranded in the **Delta Quadrant**. He then accepted **Captain Janeway**'s offer to serve as First Officer aboard the ***U.S.S. Voyager*** in 2371. (*Starship Log:* 'Caretaker' [VOY]) ***SEE FILES 18, 29, 43, 71***

Chakotay, Captain In one of the possible futures experienced in reverse by **Kes**, **Chakotay** was captain of the ***U.S.S. Voyager*** following **Janeway**'s death in one of many **Krenim** attacks. (*Starship Log:* 'Before and After' [VOY]) ***SEE FILES 43, 71***

Challenger A 20th-century reusable spacecraft, developed on Earth. A catastrophic explosion shortly after its 1986 launch resulted in the loss of seven lives, including that of Ellison Onizuka. (*Starship Log:* 'The Ensigns of Command' [TNG]) ***SEE FILES 7, 18, 69***

Chalna Planetary home to the **Chalnoth** humanoids. **Captain Jean-Luc Picard** traveled here in 2354, while serving as commander of the ***U.S.S. Stargazer***. (*Starship Log:* 'Allegiance' [TNG]) ***SEE FILES 3, 43, 69***

Chalnoth This fiercely predatory race rejects all forms of rule or authority. The **Chalnoth** subsist by slaying any outsiders who attempt to coerce or control them. (*Starship Log:* 'Allegiance' [TNG]) ***SEE FILES 18, 69***

Chaltok IV A **Romulan** community on this planet was nearly destroyed by a **polaric ion device** in the 23rd century. (*Starship Log:* 'Time and Again' [VOY]) ***SEE FILES 3, 12, 60, 71***

Chaltok IV incident This is the name given to the occasion on which a **Romulan** research settlement suffered near-annihilation during the trial detonation of a **polaric ion weapon**. The event became the incentive behind the **2268 Polaric Test Ban Treaty**. (*Starship Log:* 'Time and Again' [VOY]) ***SEE FILES 12, 60, 71***

Chamber of Ministers This is the name given to the **Bajoran** congress or parliament responsible for enacting laws and issuing decrees in the post-**Cardassian** transitional regime. The assembly was often riddled with partisan discord and strife. (*Starship Log:* 'The Homecoming,' [DS9]) ***SEE FILES 10, 47, 70***

chameleon rose This flower, native to the planet **Betazed**, transforms its color to match the frame of mind or emotion of its possessor. (*Starship Log:* 'Haven' [TNG]) ***SEE FILES 18, 69***

chameloid A shapeshifter such as **Martia**, who helped **Captain Kirk** and **Dr. McCoy** escape from the **Klingon** prison colony on **Rura Penthe** by using her chameloid abilities. (*Starship Log:* ***Star Trek VI: The Undiscovered Country***) ***SEE FILES 54, 77***

Chakotay found it very difficult to accept that Starfleet was unwilling to protect his people from Cardassian intimidation. He is now marooned in the Delta Quadrant, where he and his Maquis crew have joined forces with the crew of the U.S.S. VOYAGER.

Champs Elysees This, perhaps the most famous boulevard in the city of Paris, Earth, is a favored site for romantic interludes. Crew aboard the ***U.S.S. Enterprise*** can enjoy it as a holodeck simulation. (*Starship Log:* 'Imaginary Friend' [TNG]) ***SEE FILES 25, 69***

Chamra Vortex This nebula in the **Gamma Quadrant** contains millions of asteroids. **Yareth,** daughter of **Croden** from the planet **Rakhar**, was hidden on one of the asteroids, where she survived in a stasis chamber. In 2369, Croden returned, with **Odo**, to revive her. (*Starship Log:* 'Vortex' [DS9]) ***SEE FILES 4, 70***

chancellor, Klingon This title is awarded to the leader of the **Klingon High Council**. Past chancellors have included **Gorkon** and **Azetbur**. The title appears to have fallen out of fashion in recent years; the term 'council leader' is now favored. (*Starship Log:* ***Star Trek VI: The Undiscovered Country***) ***SEE FILES 11, 48, 77***

Chandra This little girl was part of the **Wadi** game of **Chula**. Her role was to sing a song and play hopscotch on Wadi symbols built into the floor of the game's maze; a player could only move onto the third level by imitating her song and hopscotch step. (*Starship Log:* 'Move Along Home' [DS9]) ***SEE FILES 18, 66, 70***

Chandra V **Tam Elbrun** was assigned to this planet before the **Tin Man** encounter of 2366. Elbrun described the **Chandrans** as beautiful, peaceful, nonhumanoids who had a three-day ritual for saying 'hello'. (*Starship Log:* 'Tin Man' [TNG]) ***SEE FILES 3, 69***

Chandra, Captain Captain Chandra was one of the board members who, in 2267, sat in judgment at the court-martial hearing of **James T. Kirk**. (*Starship Log:* 'Court Martial' [TOS]) ***SEE FILES 19, 43, 68***

Living beings such as young Chandra form an important part of the Wadi game of Chula. The uniqueness of individuals' voices and movements ensures that a high level of skill is required to progress.

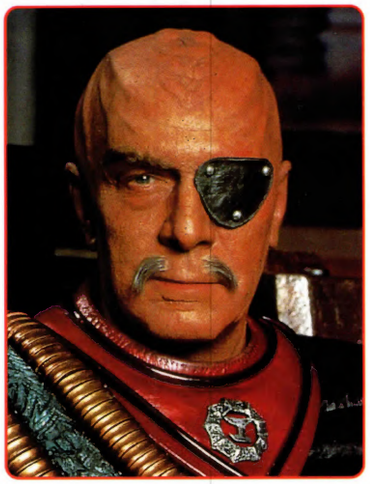
Chakotay
Chakotay, Captain
Challenger
Chalna
Chalnoth
Chaltok IV
Chaltok IV incident
Chamber of Ministers
chameleon rose
chameloid
Champs Elysees
Charma Vortex
chancellor, Klingon
Chandra
Chandra V
Chandra, Captain
Chang, General
Chang, Tac Officer
changeling
Changeling infiltrators
Changelings
Channel 90
Channing, Dr.
Chapel, Nurse Christine
Chapman, Professor
Chardis
Charleston, U.S.S.
Charybdis
Chateau Coeur
Chateau Coeur
Chateau Lafite Rothschild
Chateau Picard

Chancellor Gorkon was assassinated in 2293. He was succeeded by his daughter, Azetbur.

One of the Starfleet officers sitting in judgment at the court martial hearing of Captain James T. Kirk is Captain Chandra. The hearing is held on STARBASE 11, and all parties wear formal dress uniform.

STAR TREK. ™, ® & © 1997 Paramount Pictures. All rights reserved.

Chang, General
This proud warrior, who was opposed to peace between the **Klingons** and the **Federation**, was Chief of Staff for **Chancellor Gorkon**. Chang plotted with **Starfleet Admiral Cartwright** and others to assassinate Gorkon in an effort to stop the peace initiatives of 2293. He was killed in an attempt to disrupt the peace conference at **Khitomer** in that same year. (*Starship Log:* ***Star Trek VI: The Undiscovered Country***) ***SEE FILES 11, 48, 77***



Not all Klingons shared Gorkon's desire for an end to the hostilities between the Klingons and the Federation. Chang was among those who were prepared to do anything to prevent peace.

Chang, Tac Officer
This officer was in charge of entrance examinations into **Starfleet Academy** at the Starfleet facility on **Relva VII**. He supervised **Wesley Crusher**'s first attempt to get a place in the Academy in 2364. (*Starship Log:* 'Coming of Age' [TNG]) ***SEE FILE 69***

changeling
According to an Earth legend, a fairy child was sometimes exchanged for a stolen human child, whose form and identity he or she then took. **Spock** compared the space probe ***Nomad*** to a changeling. (*Starship Log:* 'The Changeling' [TOS]) ***SEE FILES 40, 64, 68***

Changeling infiltrators
Under the pretext of inspecting for '**Changeling** infiltrators,' **Quark** added a surcharge to a shipment of **Karemman Fleece** in 2371, jeopardizing a trade agreement between the **Federation** and the Karemma Commerce Ministry. (*Starship Log:* 'Starship Down' [DS9]) ***SEE FILES 16, 70***

Changelings
This life form has the ability to assume virtually any shape, although their natural state is a liquid. Known as the **Founders**, they rule the powerful **Dominion** of the **Gamma Quadrant**. (*Starship Log:* 'Necessary Evil,' [DS9]) ***SEE FILES 16, 54, 70***

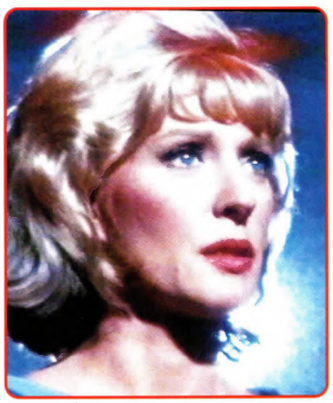
In their natural state, the Founders of the Dominion are a liquid life form. Many live in the 'Great Link', a living lake on their home planet. Regardless of the forms they adopt, all Changelings have to periodically return to this form.

Channel 90
One of the many divisions in the 21st-century empire of **Chris Brynner**'s **Brynner Information Systems**. (*Starship Log:* 'Past Tense' Part I [DS9]) ***SEE FILES 7, 44, 70***

Channing, Dr.
This **Federation** scientist studied warp physics. **Wesley Crusher** once quoted **Channing**'s belief that it might be possible to force **dilithium** to recrystallize in configurations in order to better control the reactions between matter and antimatter. (*Starship Log:* 'Lonely Among Us' [TNG]) ***SEE FILE 69***

Chapel, Christine
Christine Chapel served as a nurse aboard the original ***U.S.S. Enterprise NCC-1701*** under Chief Medical Officer **Leonard McCoy**. Chapel gave up a career in bioresearch to join the starship in order to search for her lost fiancé, **Dr. Roger Korby**.

She later earned a medical degree and returned to the *Enterprise* as a staff physician. In 2286, Chapel organized emergency operations at **Starfleet Command** when Earth was threatened with ecological disaster by an alien space probe of unknown origin. (*Starship Log:* 'The Naked Time' [TOS]) ***SEE FILES 18, 43, 68***



Christine Chapel enjoyed a long and distinguished Starfleet career, first as a nurse and later as a fully qualified doctor.

Chapman, Professor
This academic at **Starfleet Academy** considered **B'Elanna Torres** to be one of the most promising cadets he'd ever taught, even though she often challenged him and eventually quit the Academy. (*Starship Log:* 'Parallax' [VOY]) ***SEE FILES 43, 71***

Chardis
This native of the planet **Mislen** piloted a freighter that was attacked by the **Swarm** when it entered that species' space. He was the only survivor found by the ***U.S.S. Voyager***, but died shortly after being rescued. (*Starship Log:* 'The Swarm' [VOY]) ***SEE FILES 40, 71***

Charleston, U.S.S.
This ***Excelsior***-class **Federation** starship, **Starfleet** registry number **NCC-42285**, carried three revived 20th century cryonic survivors back to Earth in 2364. (*Starship Log:* 'The Neutral Zone' [TNG]) ***SEE FILES 31, 69***

Charybdis
This space vehicle was launched from Earth by NASA on 23 July 2037, under the command of **Colonel Stephen Richey**; it was mankind's third attempt to travel beyond Earth's solar system. The ship suffered a telemetry failure and disappeared without trace until 2365, when its remains were found in the orbit around a planet in the **Theta 116** system. (*Starship Log:* 'The Royale' [TNG]) ***SEE FILES 7, 69***

Chateau Cleon
Quark served a genuine, unreplicated bottle of this 2303 vintage champagne to celebrate **Benjamin Sisko**'s promotion to the rank of Captain. He charged the cost to **Julian Bashir**'s account. (*Starship Log:* 'The Adversary' [DS9]) ***SEE FILE 70***

Chateau Coeur
In 1996, **Henry Starling** told **Rain Robinson** he would put a bottle of this champagne on ice for the aliens she had discovered. He was attempting to humor her. (*Starship Log:* 'Future's End' [VOY]) ***SEE FILE 71***

Chateau Lafite Rothschild
This wine is arguably the most famous ever produced. While imprisoned by the **Akritiri**, **Tom Paris** fantasized about drinking a bottle of the 2296 vintage at the real **Sandrine's**. (*Starship Log:* 'The Chute' [VOY]) ***SEE FILE 71***

Chateau Picard
This fine wine is produced at the **Picard** family vineyards in Labarre, France. **Robert Picard** gave his brother, **Jean-Luc**, a bottle of 2347 vintage Chateau Picard following Jean-Luc's visit home in 2367. (*Starship Log:* 'Family' [TNG]) ***SEE FILES 43, 69***